

## In the Claims

1. (Amended) A system for sending and receiving information comprising a server, one or more senders and a plurality of receivers, each receiver including a browser said browser using a browser based scripting language and a communication means for said server to communicate with said sender and said receivers wherein the protocol used for said receivers and said server communications consists essentially of http, https, httpdav or any other variant of the http protocol, and wherein each said receiver initiates a request which is transmitted to said server, and wherein in the event said server does not immediately reply to said request with information for said receiver, said server retains said request in a pending state until a time when said server receives information from said sender and wherein said server responds to said request with information for one or more of said receivers and wherein at such time, said server allows for the completion of one or more said receiver requests with said information.

2. Cancelled

3. Cancelled

4. Cancelled

5. Cancelled

6. (Amended) The system according to claim 1 ~~3~~ wherein said browser computer requires the use of Javascript.

7. (Previously Presented) The system in claim 1 wherein said receiver includes a web browser and said server includes a web server.

8. (Previously Presented) The system according to claim 1 wherein said server includes a web application server.

9. (Cancelled).

10.(Previously Presented) The system according to claim 1 wherein, in the event said server has multiple information items available for delivery to said receiver, the said server may combine said multiple information items in a single response to said receiver.

11. (Previously Presented) The system according to claim 1 wherein in the event said sender has multiple information items available to send, said sender may combine multiple information items in a single interaction with said server.

12. (Previously Presented) The system according to claim 1 further comprising, an event notification system to provide one-to-one, one-to-many and many-to-many

communications wherein each communication channel is uniquely identified by a unique identifier.

13. (Original) The system according to claim 12 wherein said unique identifier is a string or number.

14. (Previously Presented) The system in claim 13 an event mediator having an application programming interface.

15. (Original) The system according to claim 14 wherein the application program interface is a Java Messaging Service Interface or a subset thereof.

16. (Previously Presented) The system according to claim 1 wherein the information being sent and received is a question and answer.

17. (Previously Presented) The system according to claim 1 wherein the information being sent and received is real-time polling.

18. (Previously Presented) The system according to claim 1 wherein the information being sent and received is for page flipping.

19. (Previously Presented) The system according to claim 1 wherein the information being sent and received is used for a group membership.

20. (Previously Presented) The system according to claim 1 wherein the information being sent and received is an alert notification.

21. (Previously Presented) The system according to claim 1 wherein the information being sent and received is used for follow-me browsing.

22. (Previously Presented) The system according to claim 1 wherein the information being sent and received is used for instant messaging.

23. (Previously Presented) The system according to claim 1 wherein the information being sent and received is used for chat.

24. (Previously Presented) The system according to claim 1 wherein the information being sent and received is used for discussion groups.

25. (Previously Presented) The system according to claim 1 wherein the information being sent and received is used for real-time email delivery and notification.

26. (Previously Presented) The system according to claim 1 wherein the information being sent and received is used for text based speech.

27. (Amended) A system by which communicating entities using a communication protocol may send and receive messages in real-time, said system comprising a http, https, httpdav or any variant of the http communication protocol stack executing on a web server, an event mediator, and one or more communicating entities wherein said event mediator coordinates a receiver request said receiver including a browser, said browser using Javascript and a response message and wherein any entity that desires to receive real-time messages is associated with an event identifier managed by said event mediator such that an entity submitting a submit-identified-event message to said web server has its request forwarded to said event mediator, said event mediator receiving said message from the web server and matching it with one or more receiver outstanding requests for the same identified event, said event mediator generating a response to said request and sending said response back to said receiver for responding to previously submitted request-for-identified-event messages sent to said web server that had said request forwarded to said event mediator.

28. (Amended) A method of sending and receiving messages in real time comprising a) a receiver submitting a request-for-identified-event message to a server said receiver including a browser said browser using Javascript; b) said server forwarding said request-for-identified-event message to an event mediator; c) a sender submitting a submit-

identified-event message to said server; d) said event mediator receiving said submit-identified-event message from said server and matching it with one or more receiver outstanding requests for said same identified event; e) said event mediator sending a response back to said server for one or more previously submitted request-for-identified-event request, said server sending the corresponding response to on or more said receivers.

29. (Original) The method according to claim 28 wherein said sender submits said submit-identified-event message to said server and said receiver submits a request-for-identified-event message to said server at any time with respect to each other.

30. (Original) The method according to claim 28 wherein said receiver may send a request-for-identified-event message to said server immediately after receiving said response to a previously submitted request-for-identified-event message.

31. (Original) The system in claim 27 wherein said system is used as a messaging service to a third party service provider, wherein said system is provided by a messaging service provider, where one or more third party service provider users may utilize said system provided by said messaging service provider for providing to said users real-time messaging applications, wherein said third party service provider provides consideration to said messaging service provider for said users use of said messaging service.

32. (Previously Presented) The system according to claim 1 wherein all or part of any communication is encrypted.

33. (Previously Presented) The system according to claim 1 wherein all or part of any communication is authenticated.

34. (Original) The system according to claim 32 wherein SSL is used as said underlying communication protocol.

35. (Original) The system according to claim 33 wherein SSL is used as said underlying communication protocol.

36. (Original) The system according to claim 32 wherein TLS is used as said underlying communication protocol.

37. (Original) The system according to claim 33 wherein TLS is used as said underlying communication protocol.

38. (Original) The system according to claim 1 wherein all or part of any communications may be secured via a Virtual Private Network.

39. (Previously Presented) The system according to claim 1 wherein a firewall is interposed between any component of the system including said sender(s), said receiver(s), and said server(s).

40. (Previously Presented) The system according to claim 1 wherein security filtering capabilities are interposed between any component of the system including said sender(s), said receiver(s), and said server(s).

41. (Amended) The system according to claim 1 ~~3~~ wherein there are real time messaging capabilities with a zero foot print at the receiver

42. (Cancelled)

43. (Amended) The system according to claim ~~3~~ 1 wherein no additional applications are required to be installed on said receiver.

44. (Previously Presented) The system according to claim 43 wherein there are no Active X controls, Java applets or browser plugins.

45. (Amended) A system for sending and receiving information comprising a web server, one or more senders and a plurality of receivers each of said receivers including a web



browser said browser requiring the use of Javascript , a communication means for said server to communicate with said sender and said receivers wherein the protocol used for said receivers and said server communications consists essentially of http, https, httpdav or any other variant of the http protocol, an event mediator having an application programming interface, and an event notification system to provide one-to-one, one-to-many and many-to-many communications wherein each communication channel is uniquely identified by a unique identifier and wherein each said receiver initiates a request which is transmitted to said server, and wherein in the event said server does not immediately reply to said request with information for said receiver, said server retains said request in a pending state until a time when said server receives information from said sender and wherein said server responds to said request with information for one or more of said receivers and wherein at such time, said server allows for the completion of one or more said receiver requests with said information.